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CONSUMER GUIDE®

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Nintendo Fun

The Book For Beginners

- SUPER MARIO BROS. 3
- BATMAN™
- TEENAGE MUTANT NINJA TURTLES
- BASES LOADED II
- DISNEY'S DUCK TALES

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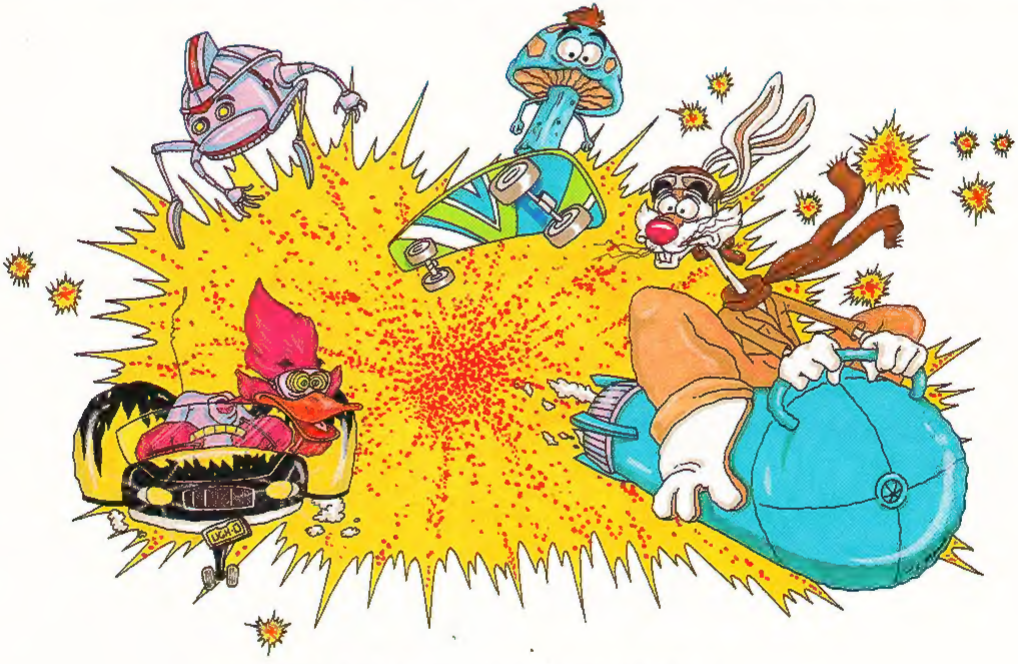

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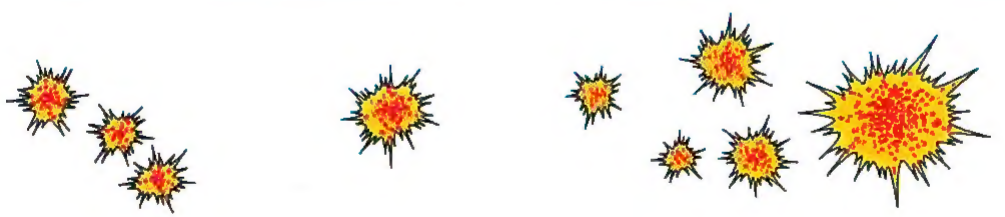

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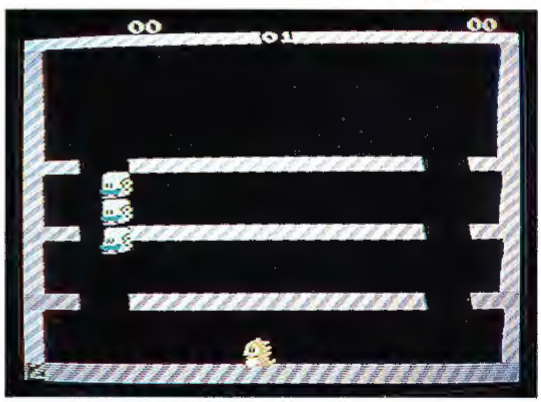
BUBBLE BOBBLE

The Story

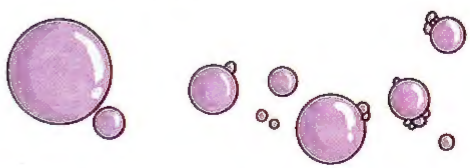
There are two dinosaurs in this game. Bub is used for one-player games. Bob is the second player in two-player games.

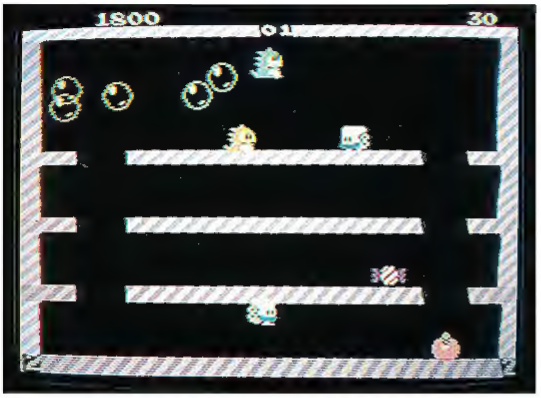
A bad guy named Baron von Blubba has invaded the land where Bob and Bub live. He has captured two of the dinosaurs' friends. They want to rescue them. To do this Bub and Bob have to go through two worlds filled with enemies. Each world has 113 rooms.

Bub and Bob blow magic bubbles. They trap their enemies in bubbles. When the dinosaurs pop the bubbles, the bad guys turn into bonus objects. The dinosaurs also ride on their bubbles to get away from the monsters.



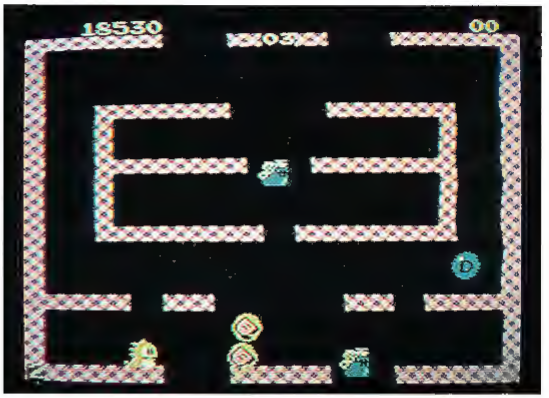
Bub is the little yellow dinosaur at the bottom of the screen. You play him in the one-player game.



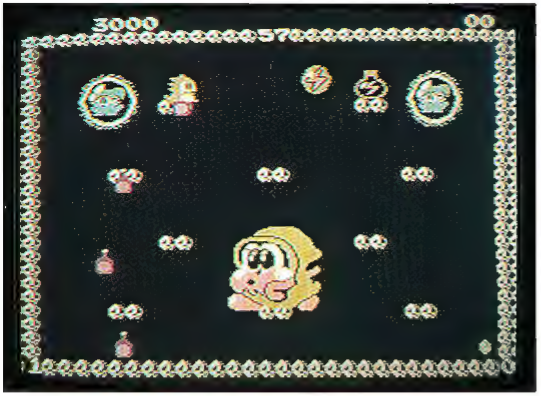


Bob is the blue dinosaur. In the two-player game, he is the second player.

Hot Tip: Learn to ride the bubbles. Once you are on a bubble, just hold down the "A" button. You will bounce to the top of the screen.

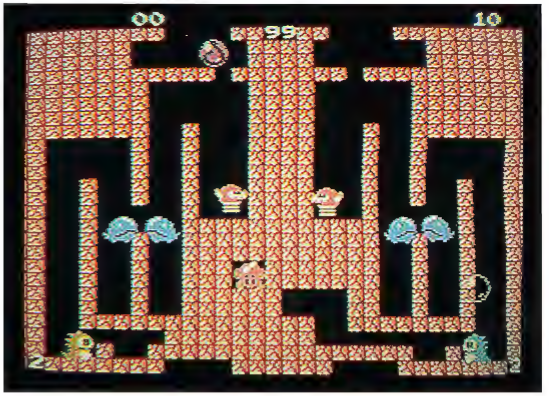


The letter D is part of the word EXTEND. You want to get all six letters. Then you can skip to the next level. Watch for letters and other magic objects. They give you special powers.



This enemy is really big. Get away from him quickly. Ride a bubble to the next screen.

Hot Tip: Get two or three monsters inside bubbles. Then bring them together before you pop the bubbles. You will get more points this way.



The password to this screen is GEJJJ. You have to beat Screen 99 to go on with the game. It is not easy. To win you have to grab the crystal ball. Then take it through the secret door. It is behind the Hullaballoon.

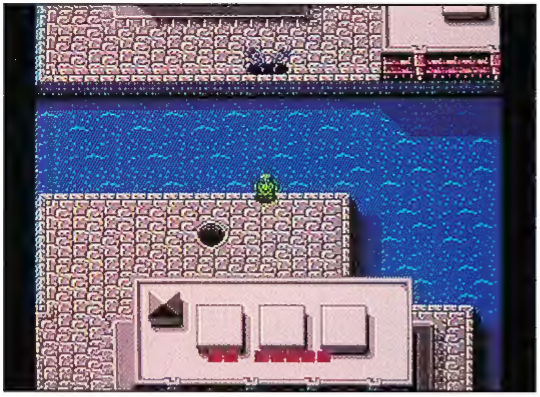
TEENAGE MUTANT NINJA TURTLES

The Story

Here is your chance to help the Turtles rescue April and save the city. Shredder and his evil army have the girl hidden somewhere. You have to find her. You also have to find bombs that are set to blow up a dam. This is only the beginning. The Turtles must fight the bad guys in the streets, in the sewers, and in the air.

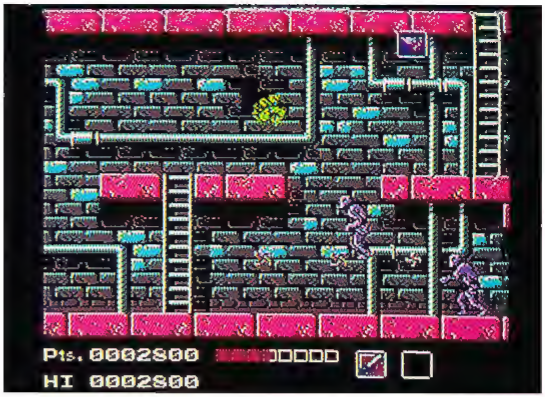
The heros of the game are the same Turtles you know from the movies and comics. Michaelangelo is armed with his Nunchuku. Donatello is strong but slow with his Bo stick. Raphael is very fast with his Sai. Leonardo fights with a Katana.

This screen shows you where you are. You also use this screen to change Turtles. When one Turtle gets hurt, switch to another. If you don't do this, the weak one can be captured. Then you will have to begin again at the start of the area.



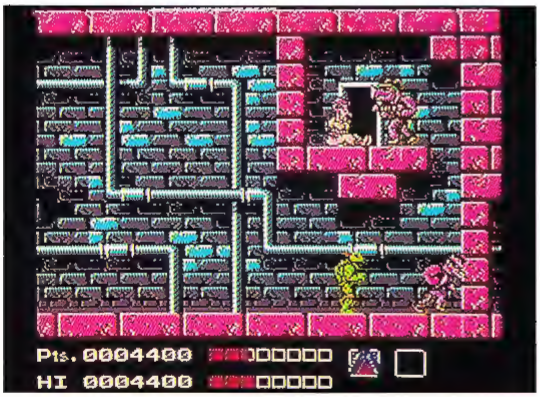
Always look for open manhole covers. There is one in the center of this picture. It leads down into the sewers. Go to the right when you get in the sewer. Then go up and to the left.

Hot Tip: The last manholes in Area 1 are just outside the top of this screen.



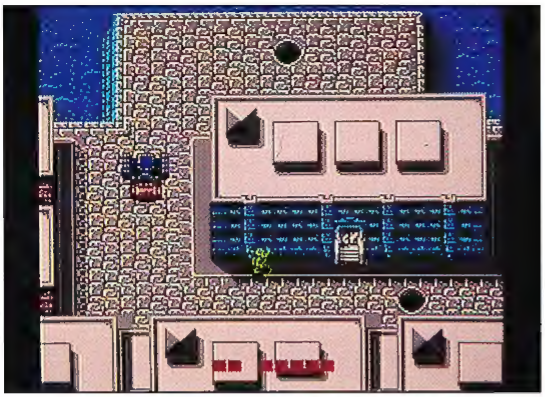
This is the sewer beneath Area 1. Mike fights a Foot Clan soldier. Keep away from his throwing stars. Use your Turtle's Ninja powers. Make Mike jump into the air and roll into a ball.

Hot Tip: If you are fast, you can get the pizza.



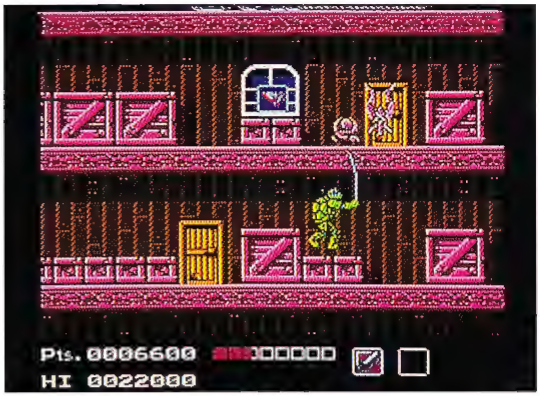
Here is April. Bebop is her guard. Don is the best Turtle to fight this evil boss. His Bo stick is strong and can go far. The bad guy has a machine gun so watch out.

This Foot Clan soldier is the Chainsaw Maniac. Stay far away from him. Use Leo and his Katana sword. Don is also good here.



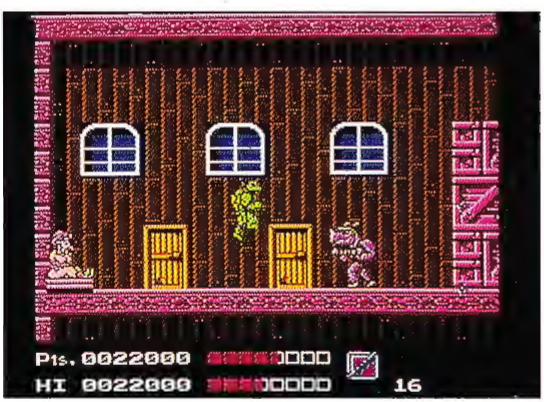
Foot Clan soldiers drive Roller Cars. They try to drive over Turtles. Jump onto the sidewalk if you see a car. You also can go in a manhole.

Hot Tip: In Area 3 you get a car of your own. It is the Party Wagon. It can blow up roadblocks.

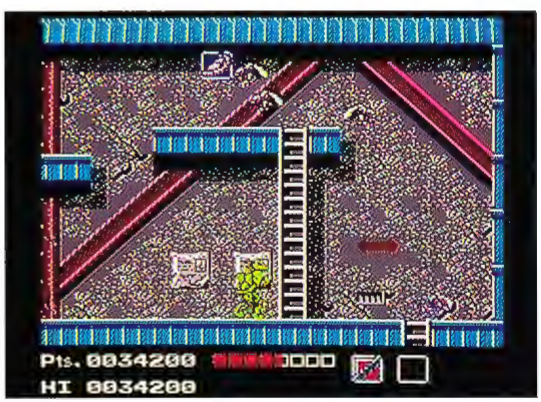


At the end of Area 1, watch out for Roof Leapers. They jump down on Turtles. Leo can keep far away from these bad guys. He fights them with his sword.

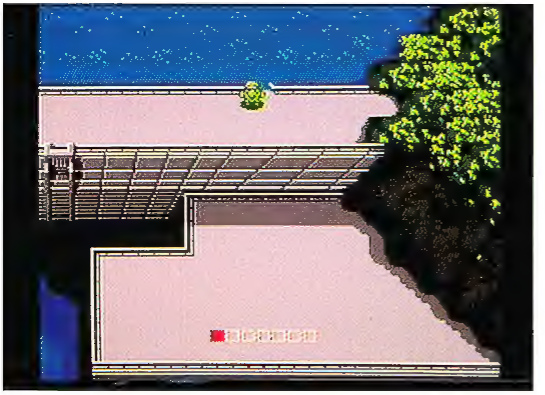
Hot Tip: Learn to use the moving belts. They go the wrong way. But you can jump on them and keep moving.



April is in this warehouse. Bebop guards her. Choose Don or Leo. They can keep away from the boss and still fight him.



In Area 2 you have two minutes and 20 seconds to find eight bombs. Shredder has put them under a dam. If the bombs go off, the whole city will be flooded.



You must fight your way to the top of the dam. Then find an opening in the wall. Now you are ready to dive into the lake.

Hot Tip: Underwater bombs and traps look a lot alike. Learn which is which.

After the first bomb, stay on the bottom to get two. Go left and up to get three. Then go right for four and five. Come back a little way. Then go up and right for six. Go back, then down, then right for seven. To find the last bomb go down, right, then left.

The electric barrier turns on and off. Wait until it is off to cross. If you are almost out of time, don't wait. Go as fast as you can.

Hot Tip: Watch the power of your Turtles. If one loses all his power, you have to start this area over again.

Here is the last bomb in Area 2. The seaweed stings. There are two electric barriers. It is not easy to be a Teenage Mutant Ninja Turtle.

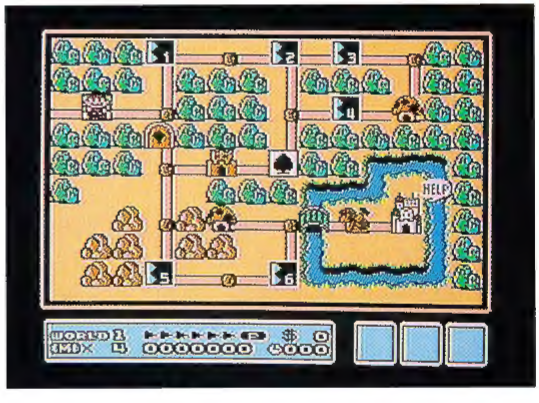
SUPER MARIO BROS. 3

The Story

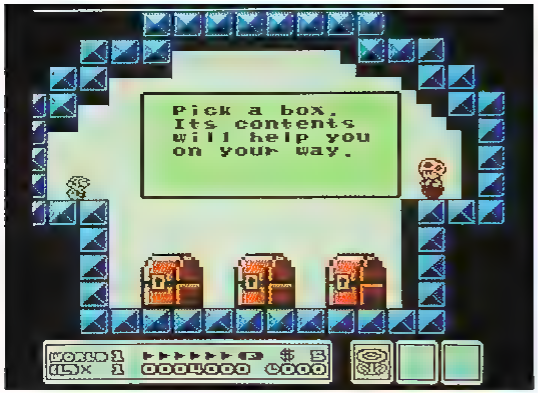
Mario and Luigi, the little plumbers, are back for more fun. In this game they visit eight worlds.

World 1 is Grass Land, where the grass is always green. Koopahari Desert is World 2. Watch out for shifting sands. World 3 is Island World. Everything here is all wet, so Mario will need a Frog Suit. World 4 is the Land of Giants. It is a big place. World 5 is high in the sky. It is always winter in World 6.

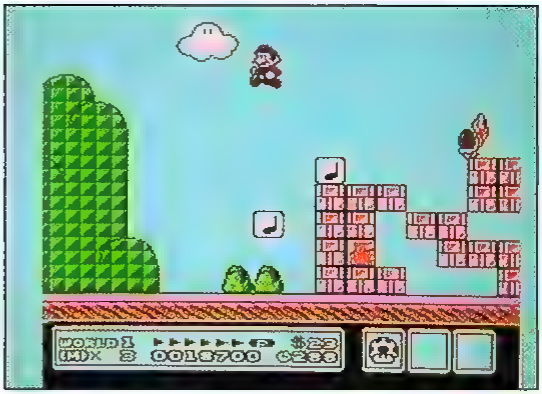
If you like mazes, you will like World 7. The final challenge takes you to the Castle of Koopa. There is also a Warp Zone that lets you move fast from world to world.



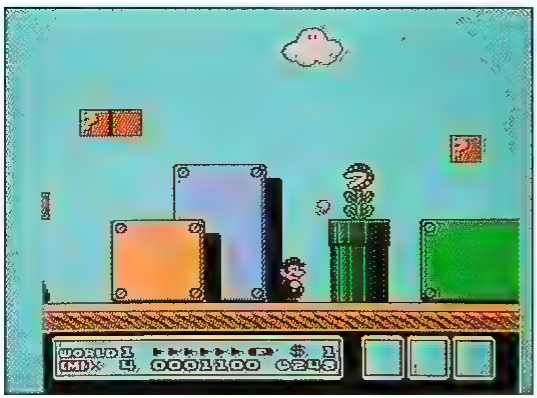
This is the map of Grass Land. It is the smallest world. Mario can go down any road. But he may run into a roadblock with a number on it. Go to the action scene with the same number. If you finish the action scene, the block will go away.



Go to Toad's house. He lets you choose one of three chests. There is a power-up in each chest. The World Data Box will show you what is inside. Open the chest that has what you need.

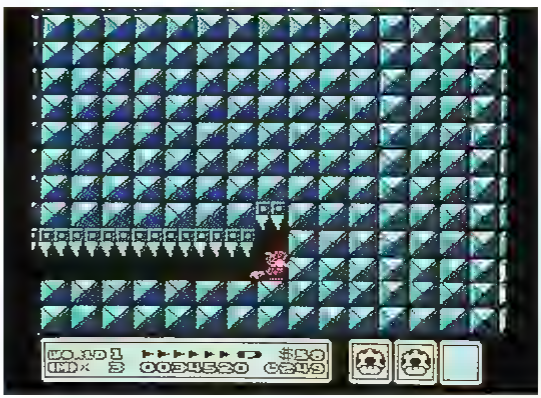


The Magic Note Blocks help you go up in the sky. Jump on them. Press and hold the "Up" arrow. This gets you to an upper world. You will find a lot of coins there.

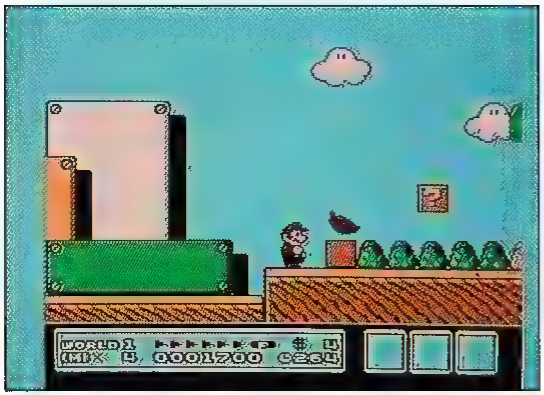


Mario finds the first Venus Fire Trap. They pop out of pipes. In this game pipes go up and down. Bad plants are in some of the up pipes. Jump over the plant while it is still in the pipe.

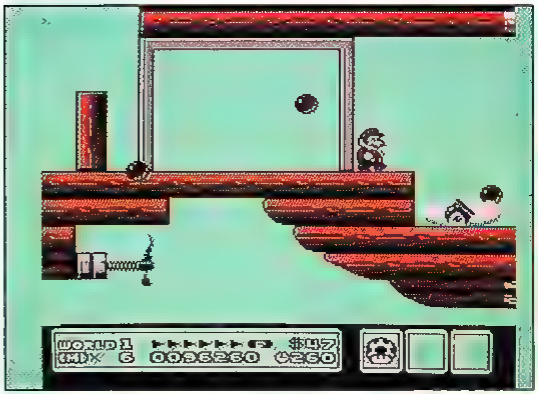
Hot Tip: Grab a Fire Flower and become a Fiery Mario. Then you can knock out plants.



Here is the fort of World 1. The ceiling comes down on you. Don't worry. There is a space. One block in the ceiling is always higher than the rest. Get below the space. When the ceiling goes back up, you move on.



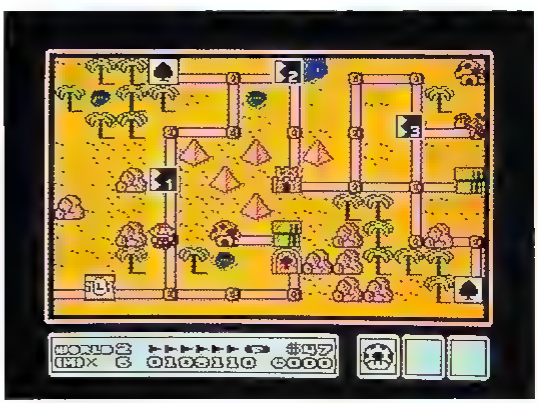
Grab this leaf to give Mario the Raccoon Tail. Now he can fly. Press the "B" button while Mario is walking. He goes faster. Keep pressing. He jumps higher. Keep on pressing and soon Mario is ready to fly. Now push "A" in and out to make him fly.



On the Koopa kid's ship, watch out for cannon balls. Jump on one of them and ride it. When you get to the other end of the ship, you have to fight Larry Koopa. He will use his magic smoke rings. Run under him if he jumps. Then jump on his head three times.

The door to this game room is a Spade with an N on it. You get two chances to match a pair of cards. If you lose, come back again. The cards will be in the same place.

Hot Tip: The last three cards on the bottom row are always Mushroom, Flower, and Star.



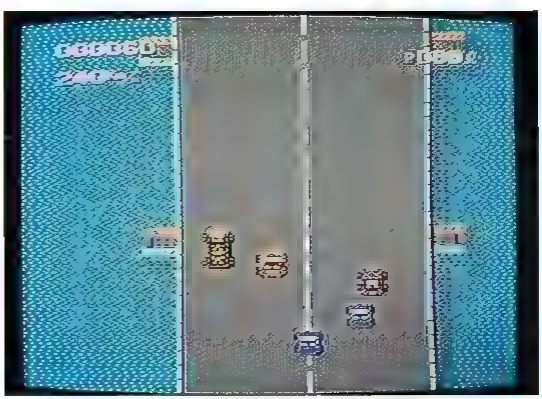
The Koopahari Desert is very large. This map shows only part of it. If you get through World 2-4, you will need the Hammer to go on to the next level. Use it to break the block in the upper-right corner. Then move off the map into World 2-5.

BUMP 'N' JUMP

The Story

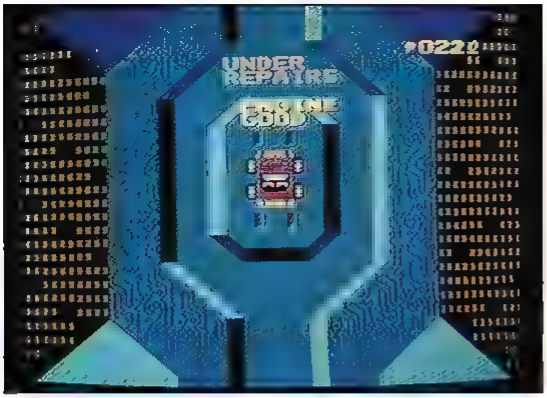
Did you ever want to drive a race car? Here is your chance. In this game you drive a little red car. It drives just like a real car. But it also jumps up when you press the "A" button. Some of the other cars are bad guys. If you jump on one of them, it is out of the game. If something hits your car, you lose energy.

Jumping also takes energy. You want to get as many Ps as you can. They give you energy. Keep your tank full. If your tank is empty, you can't jump. You save energy by driving around things. Sometimes you won't be able to do this. Then you just have to bump or jump anything that is in your way.

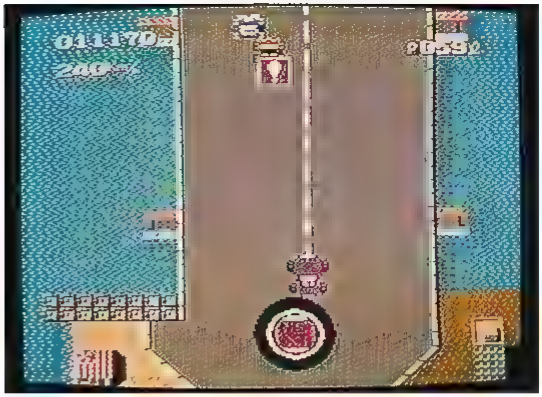


Try to grab the P, but don't wreck your car to get it. Remember where you found it. In every game most Ps are in the same place.

Hot Tip: If you are about to go off the road, jump up. This may get you back on track.

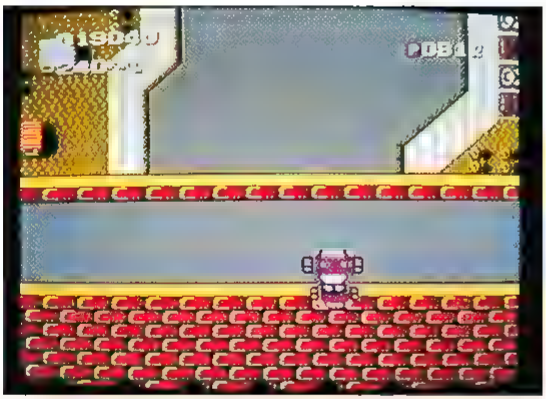


In the third screen of the first level, a Repair bonus drops off a truck. Go into the repair shop. Keep pressing the "A" button. You will get a full tank of fuel.



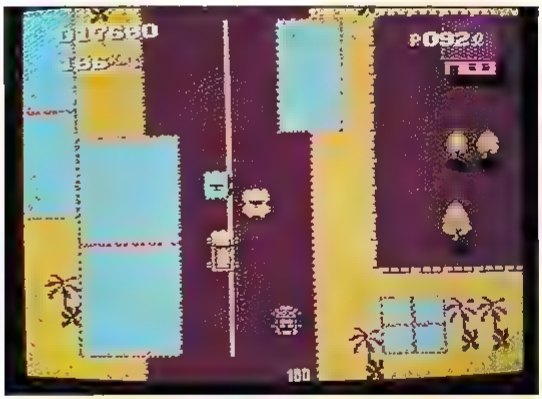
You get a big bonus if you jump on the center of the circle. There is one at the end of the first two levels.

Hot Tip: When you see [!], get ready to jump. There is danger ahead.



Your car goes places that would stop other cars. You can jump over water. You also can jump over bridges.

Hot Tip: You have to be going 150 km per hour to jump.



In level three the road gets narrow. You have to jump often. Stay on the left of the orange line. Go right only when you can grab a P.

Hot Tip: Jump on cement trucks to get bonuses.

MEGA MAN II

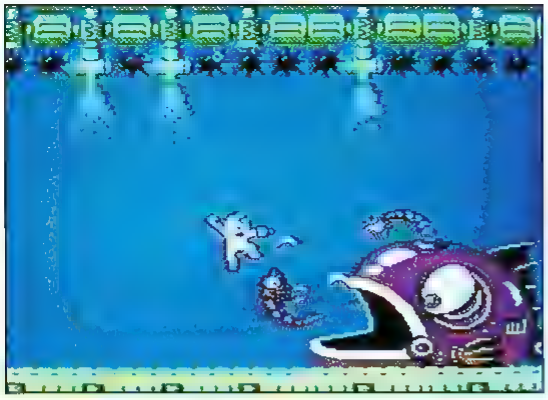
The Story

Mega Man is a special robot. Dr. Light built him to fight evil Dr. Wily and his eight bad robots. Mega Man must go to the area of each robot. If he can defeat the boss, Mega Man gets to use the boss's weapon.

Dr. Light has a surprise for Mega Man. He has made three special vehicles. They help you escape danger.

You get to choose which area you go to first. Bubbleman's world is a good place to start. You don't need special powers there. Go next to Airman's area. You get the Air Shooter there. Then go on to Heatman and Flashman.

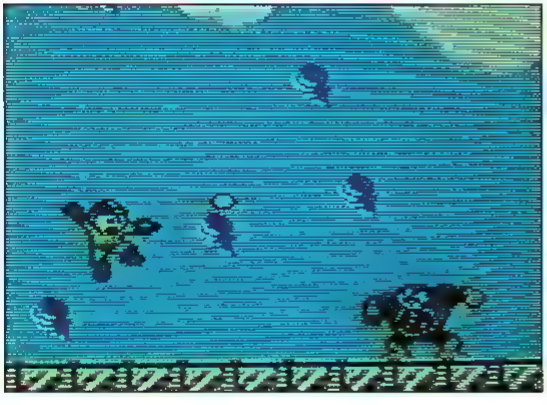
Here are the bad guys. Don't worry. You don't have to fight them all at once. This game has plenty of passwords. Once you finish an area, you never have to go back. You also get to use all your powers every time you play.



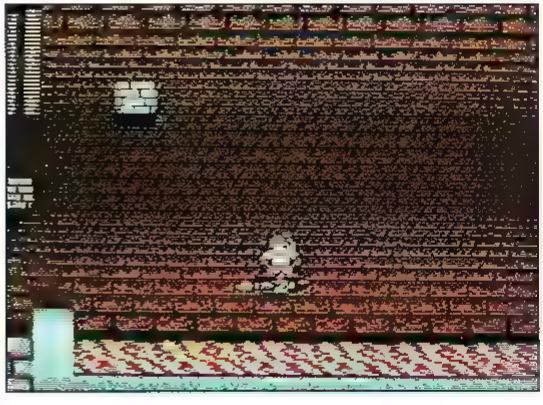
This screen is in Bubble Land. The giant Lantern Fish looks scary. His thick scales protect him from Mega Man's shots. He has only one weak spot: the light on his head.

Hot Tip: Walk through the Lantern Fish.

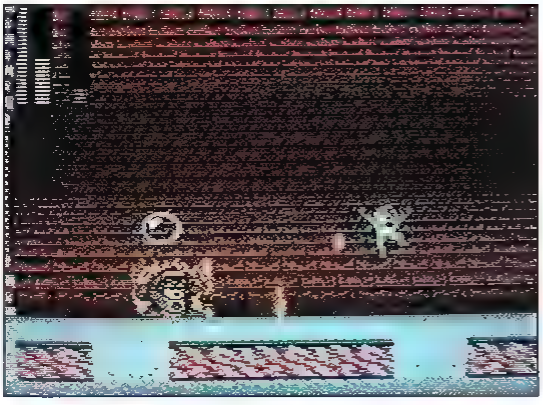
In Airman's area, Mega Man meets the Air Tikis. Their horns are dangerous. Wait until they pull in their horns. Then jump to the next Tiki.



Mega Man must time his jumps to stay away from Airman's tornados. He also has to watch out for Fan Fiends. These guys can blow Mega Man away with a powerful jet of air.

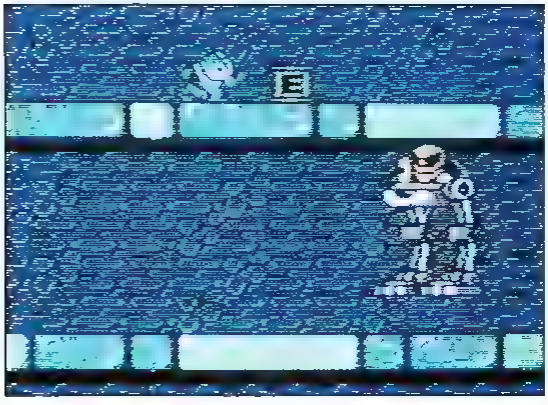


In Heatman's world Mega Man speeds along on his jet sled. It takes him where he wants to go. The jet sled stops only when it hits a wall or runs out of energy.



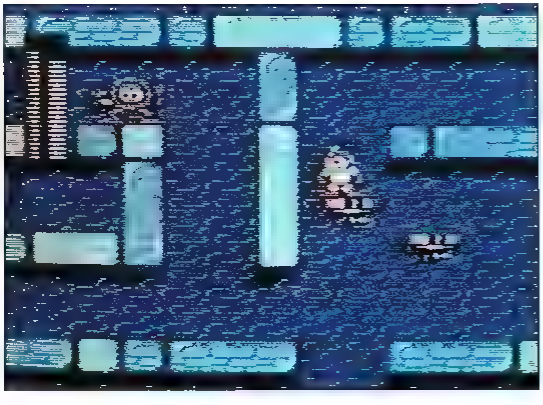
Use the Bubble Lead to cool out Heatman. Get above the bad guy and drop the bubble. It will fall onto him.

Hot Tip: Stay away from Heatman when he turns into a ball of fire.



Forget about the Walkers in Flashman's world. Go for the energy crystal. It is rare. Save the crystal until you are about to lose your last life.

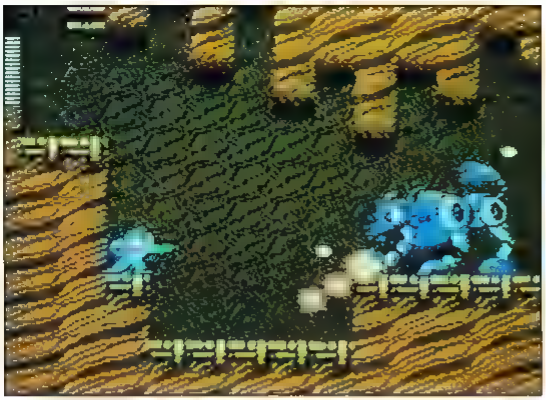
Hot Tip: The Bubble Lead is the best weapon to use on the Walkers.



The number-one platforms speed Mega Man toward Flashman. Be sure you are not near a wall. Then use this special machine to go up and up and up.

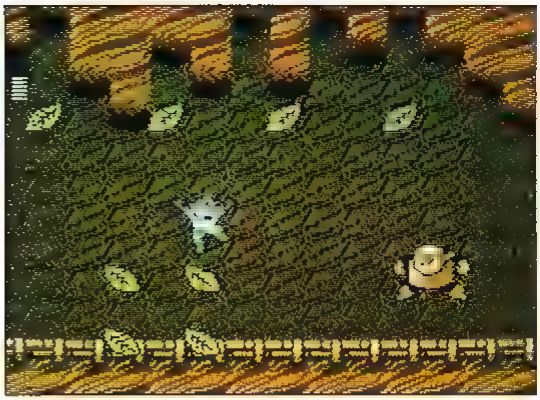
Hot Tip: Mega Man can have three platforms on the screen at one time.

Gear Clowns try to keep Mega Man away from their boss, Metalman. They are not so tough. Fire the cannon at the gear. The clown falls off, and Mega Man is safe.



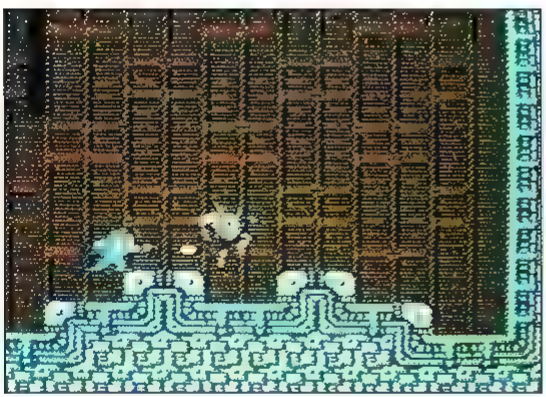
Hot Dogs protect Woodman with their flaming breath. To get past them, jump out of the way and shoot. The next time you jump, shoot again.

Hot Tip: If you have Atomic Fire, use it on the Hot Dogs.



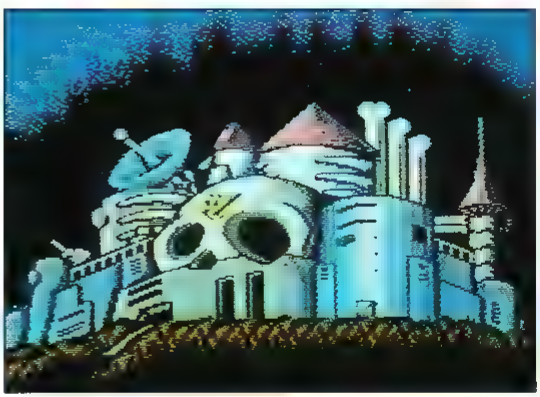
Woodman's weapon is the Leaf Shield. Mega Man must jump out of its way at the right time. He also can use Crash Bombs if he has them.

Hot Tip: The Leaf Shield only protects Mega Man when he stands still.



Save Quickman for last. The only way to get through his laser beams is to move faster than they do.

Hot Tip: To stop Quickman, freeze the screen. Then all you need to use is your Regular Shot.



Welcome to Skull Castle. Dr. Wily is waiting for Mega Man with more robots. But the little blue hero knows what to do.

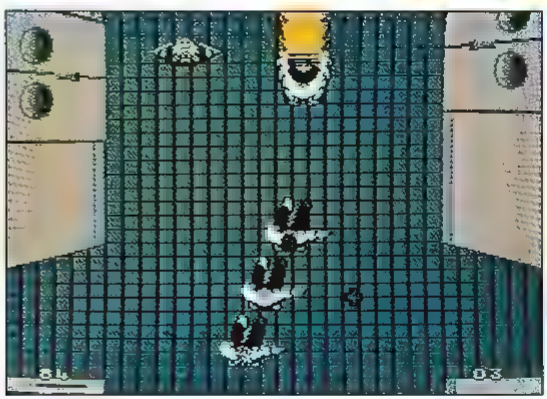
Hot Tip: If you want to visit Skull Castle, use this password: A1, B2, B4, C1, C5, D1, E3, E5.

THE THREE STOOGES

The Story

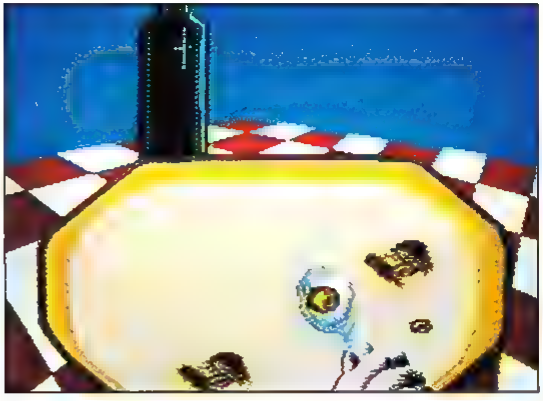
The Three Stooges want to do a good deed. The landlord is going to close the orphanage. The Stooges have 30 days to find enough money to stop him. They also need extra money to make repairs on the house. Then they can marry the caretaker's daughters.

To get money you have to play games. There is **Help Wanted, Doctors**. It's a race through a hospital. **Help Wanted, Waiters** is a pie-throwing contest. **Boxing** is a race against the clock. You need to be fast with your controller to play **Cracker-Eating Contest** and **Slap Fight**. There is also a trivia game about the Stooges.



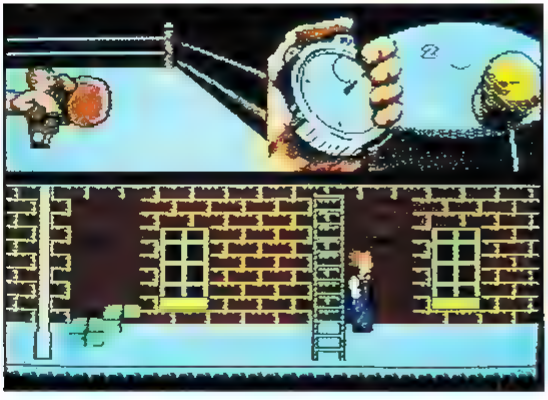
You control the Stooges in go-carts. They must get to the operating room in the hospital. Try to pick up the red crosses. They are worth bonus bucks. Try not to bump into anyone. It will slow you down and cost you money.

In **Help Wanted, Waiters** you control one Stooge. Up is Moe. Right is Curly. Down is Larry. Push the arrow down to make him duck. Push the arrow and the "A" button to make him throw a pie. You get money when your pie hits one of the people at the other table.

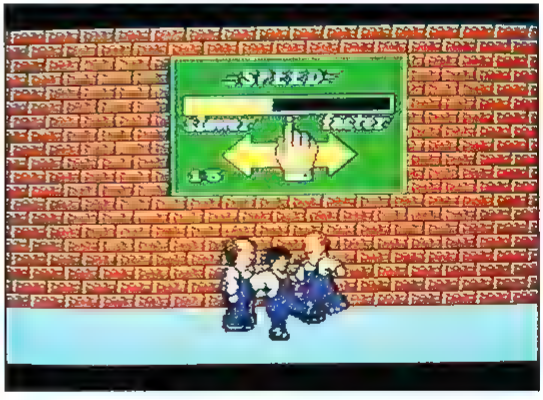


The oysters want to eat the crackers. You have to scoop up the crackers before they grab them. If the oysters get too many crackers, the game ends.

Hot Tip: Keep picking up crackers until there is only one left. Then get it in Curly's spoon and win $60.



You have six minutes to get Larry to the store. He has to pick up a radio and take it to the boxing ring. Curly will get knocked out if you don't make it back. The quicker Larry moves through the streets, the more money you win.



In the **Slap Fight** you control Moe. He tries to punch Larry and Curly. The hand speeds up if he can't hit his buddies. It slows down when he does.

Hot Tip: You can get the hand to slow down every time you play. Hit Larry, then Curly, then Larry. Keep going and the speed slows.

BASES LOADED II

The Story

In this game you are the manager of a major league baseball team. You are also the pitchers, fielders, and batters. There are 12 teams in two leagues, Western and Eastern.

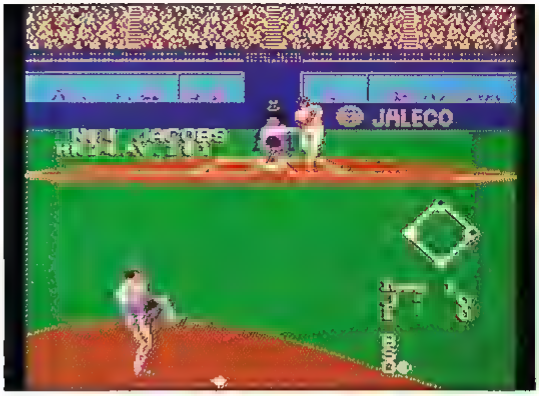
When your pitcher is on the mound, you look over his shoulder. If he tries to pick off a runner, you get a view of the whole field. When a batter hits a ball, you watch its flight.

You can play against a friend or against the computer. If you win 75 games against the computer, you get to play in the World Series.

To throw a fastball down the middle of the plate press the "A" button. If you also hold down an arrow, the ball will curve.

Hot Tip: Press the "Down" arrow and the "A" button. Then press "Up." This is a drop pitch. It is very hard to hit.

These numbers tell you how well a player will do. This player has bad numbers. They are minus numbers. Don't choose him. Look for high numbers when you pick players for your team.



There is one out. Runners are on first and second. The batter is going to bunt. Press the "A" button before the pitch gets to the plate.

Hot Tip: Press "B" and an arrow key after the pitch. Any men you have on base start to run.

The runner on first looks like he may try to steal. Press "B" and the pitcher runs toward first. You also can throw the ball. Use an arrow key. Don't throw the ball to the wrong base. You could give the runner a free base.

Keep a record of the passwords. Then you won't have to play the same ball games each time you play this game.

Hot Tip: Here is a code for the World Series between New Jersey and Los Angeles: JTTPTWD.

BATMAN™

The Story

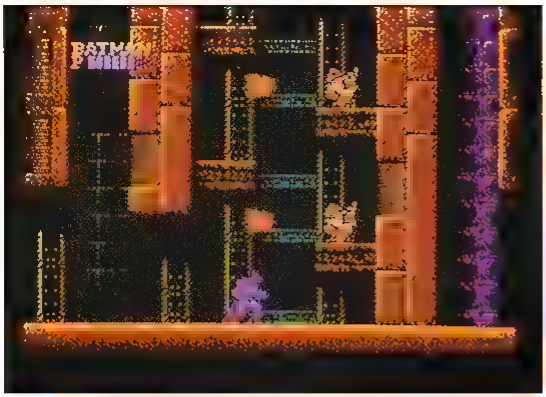
Batman must stop the Joker™. He wants to destroy Gotham City™. First Batman must find the Joker. He looks for him on Main Street. Then Batman searches a building and city hall.

The Axis Chemical Factory™ is dangerous. But the Joker is not there. Next Batman goes under the city. He fights many bad guys, but the Joker gets away. He is not in his laboratory when Batman gets there. Finally, the two foes meet in the Gotham City Cathedral.

As Batman you meet many dangers. You also have many powers. You can duck, jump, and climb walls. You have a flying wing and many special weapons.

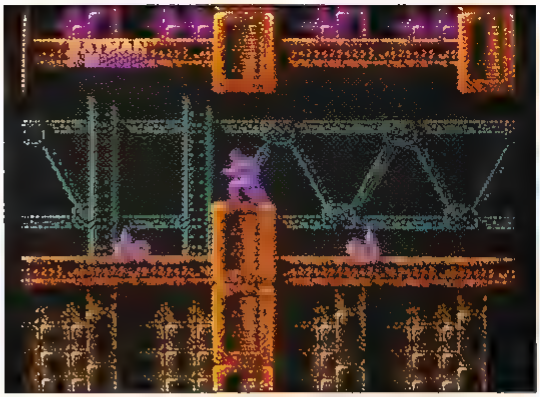
At first Batman meets only thieves and bad guys. The first Heatwave attacks him in this screen. It throws flames.

Hot Tip: Getting past the Heatwave is easy. Wait until he throws flames at you. Then hit him.

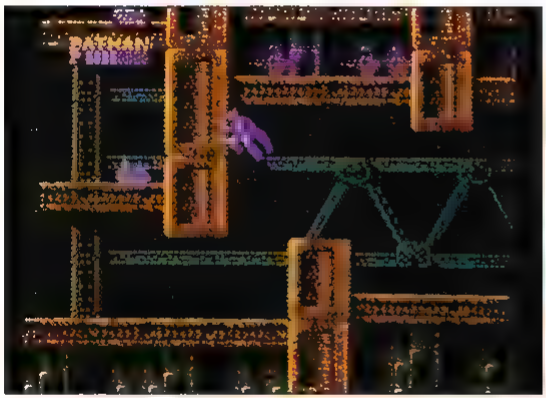


In Stage 1-2 there are bigger Heatwaves. Jump from right to left and climb the building. Attack the Heatwaves one at a time.

Hot Tip: When you defeat an enemy, he may drop a special item.

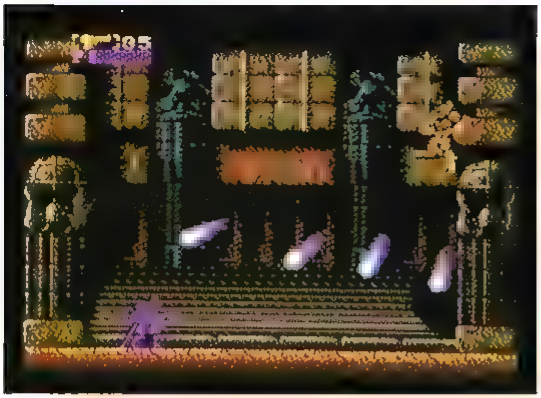


Mobile Home Mines go back and forth between posts. You don't have to fight them. You can jump over the mines. This saves life points and keeps your energy high.

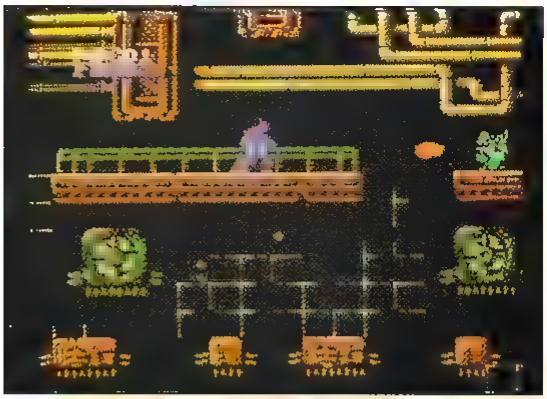


The wall jump gets Batman where he wants to go. Press the "A" button to jump. If you need to jump higher, hold down the "A" button. To wall jump, press "A" while Batman is jumping next to a wall.

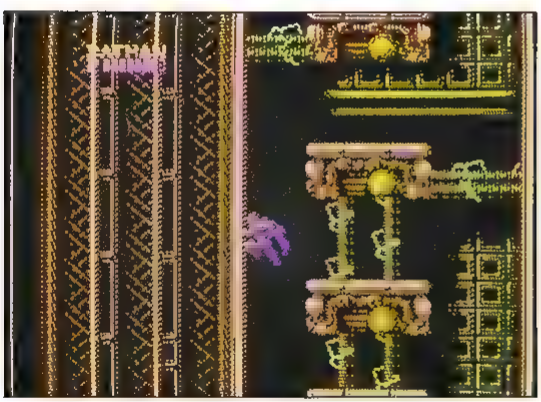
In Stage 1-2 you meet the Enforcer. He has a rocket backpack. He flies around the top of the building. The wide shot of the Dirk gets rid of him. Duck down behind a wall for safety. Then wait for the Enforcer to fly away.



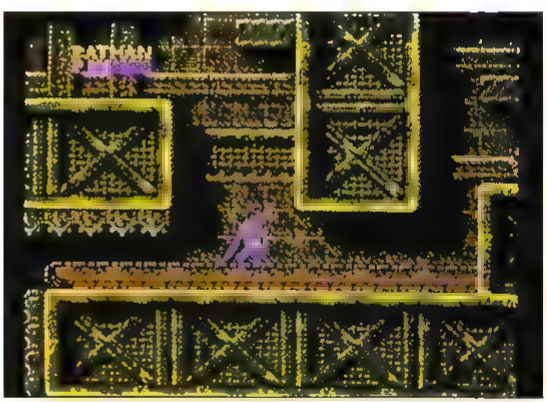
The Killer Moth flies over Gotham City. He shoots fireballs. You can't hit him when he is over your head. Wait until he comes down. Use the Dirk. He won't get away.



Level 2 is the Axis Chemical Factory. The first stage is slimy. There are Pools of Gluk. Use the Batarang™ here.



In Stage 2-2 don't touch the electric coils. Use the wall jump. At the top there is more trouble. The Automatic Security Force is waiting.



Gears and conveyor belts don't stop Batman in Stage 2-3. He must fall between the gears. He also can run and jump over danger. Punch the bombs. They drop special items.

Hot Tip: To turn off the power, you have to punch a blue panel. It is above the two guns on the Nerve Center.

DISNEY'S DUCKTALES

The Story

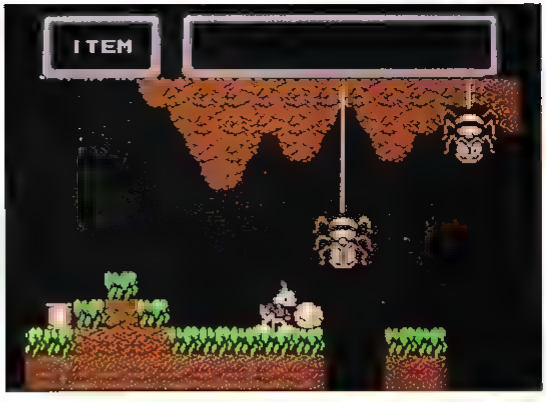
Uncle Scrooge is a very rich man, but he wants more treasure. He asks his nephews Huey, Dewey, and Louie to help. Webby, Bubba Duck, Gizmo Duck, and Launchpad also come on the adventure.

The adventure begins in the Amazon jungle. Then Scrooge goes to a scary ghost house. Uncle Scrooge also explores underground mines and snowy mountains. He ends up on the Moon and even goes inside a UFO. In each world there is danger and treasure.

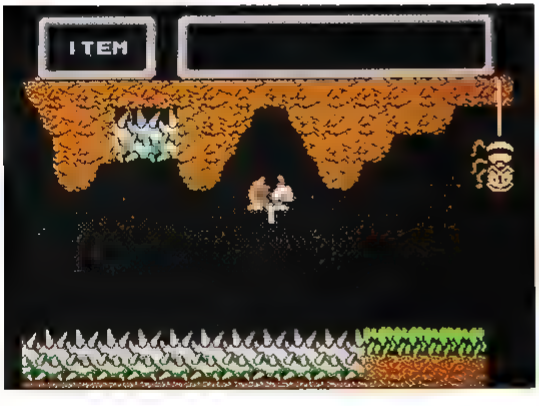
Scrooge has a cane. It becomes a pogo stick. It also can become a golf club. Scrooge uses his cane to get where he wants to go. He also uses it to open treasure chests.

This is the control center. From here you choose where you want to go. Start with the jungle. It is the easiest world. Then go to the ghost house. There you find the key that lets you into the underground.

Use a pogo jump to land on a treasure chest and pop it open. To get the chest down from the tree, pogo onto the ape. You also can use your cane to hit a rock against the chest and knock it down.



There is a cave under the jungle. Climb down a vine at the second group of bricks. Spiders try to stop you. Hit the left spider with a rock. Then go under the other spider and get away.

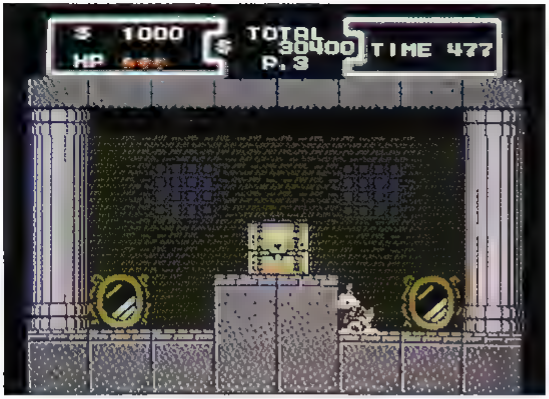


Pogo over sharp bushes. Don't jump too high or you will hit your head.

Hot Tip: There is a treasure chest to the left of this screen.

Here is Launchpad. He will take you to your bank. There you can deposit your money.

Hot Tip: Go left of the vine to find diamonds in a chest. Go right to find a treasure chest. Open it with a pogo jump.



Take the first warp mirror in the ghost house. You will come to this treasure chest. It holds the skeleton key for the underground mines.

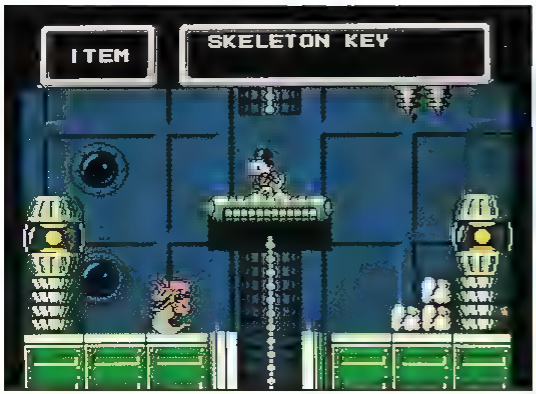
Hot Tip: Use mirrors to move around the ghost house. They only take you one way.

Here is the Giant Diamond of Inner Earth. It is in the chest on the ledge in this screen. The chain you see in this screen is the first one you come to. Watch for it, and then you'll know where you are.

The Beagle Boys want to take your money. One waits at the top of the rope. Pogo into him. You also can climb to the top and jump over him. Then you will find more treasure.

Watch out for snowballs. Remember you can't pogo in snow.

Hot Tip: In this stage you rescue Bubba Duck. He will take you to a cave. There you find a second life container.



This UFO is on the Moon. It has many dangers. Find the remote control and call Gizmo Duck. He will blast through the walls.

Hot Tip: The UFO key is in the upper control room.

The boss of the Moon is named Lunarat. You defeat him by climbing on a ledge. Wait for him to stop moving around. Then jump down onto his head.

You have found all the treasure. But Flintheart Glomgold steals it and takes it to Transylvania. Now Uncle Scrooge is in trouble. He has to fight Dracula Duck.

Dracula Duck moves a lot. There are no ledges here. Jump onto one of the bats. Then pogo onto Dracula. He may disappear and then show up somewhere else. But you will get him and win the game.

WHO FRAMED ROGER RABBIT

The Story

Eddie Valiant is on his way to Toontown. Roger Rabbit is with him. They need your help. Roger is accused of killing a man. He did not do it. Eddie is going to help Roger find clues to show he is telling the truth.

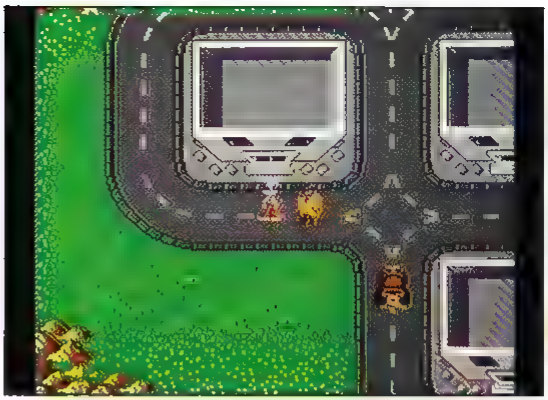
You have to find four pieces of the dead man's will. If you do this, you will save Toontown and Roger from Judge Doom. You also find such helpful items as spring shoes and wallets. There is even a portable hole you can use when you need to get away.

The game takes you to the city, the park, Toontown, and the warehouse. Always watch for weasels.

You start in Eddie Valiant's office. Don't search his office. Listen to what he says. Then leave the office. Press "Down" to make Eddie walk toward you. You control Eddie's moves.

Hot Tip: Be sure you visit the Ink 'N Paint Club. Roger's wife, Jessica, sings there.

Outside the office pick up a wallet. Watch out for the flowerpot. It falls from the window. Now go back in the office. Search the wastebasket. There is another wallet. Go outside and there is a wallet on the ground. Keep doing this until you are rich.



This group of buildings is on the left side of the city. You want to explore them. You get to buildings on the map. Just walk where you want to go. Don't walk in the street. If a car runs you over, you lose a life.

Talk to the people you meet. They will give you hints for getting clues. If a guy says a building is empty, move on to another one.

Hot Tip: Not everyone wants to talk to you. You may have to bop him on the head to get him to talk.

The weasels run away with Roger. To get him back you have to answer their jokes. Think fast. If you run out of time or get the wrong answer, you lose a life.

Hot Tip: Why do ducks fly south for the winter? Answer: It is too far to walk.

Go into stores. If you want to shop, get out your wallet. Press the "B" button to buy what you want. Visit stores often. The item you want may be on sale.

Why walk when you can ride in Benny the Cab? All you need is the whistle. Look both ways and step into the street. Blow the whistle. Benny drives up and you get in. The "A" button makes Benny go faster. The "B" button makes him stop.

This cave is outside of town. Benny the Cab will take you there. But you have to get out and walk to the cave. Don't go in without a flashlight, spring shoes, and a rattle. If you still need these items, go back to the city to get them.

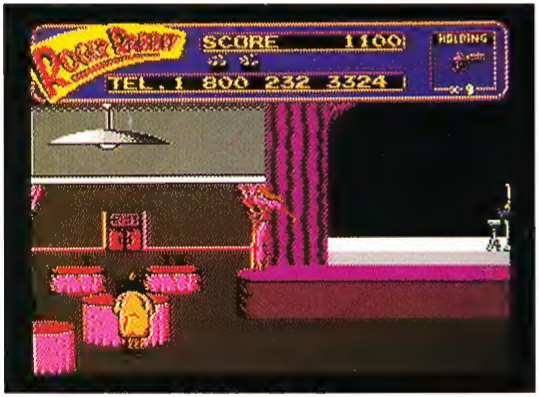
Use your flashlight. You don't want to fall into a bottomless pit. Put on spring shoes and jump over gaps. Give the snake a rattle to replace the one he lost. One of the four parts of the will is in this cave.

Hot Tip: Part two of the will is in the city. Parts three and four are in Toontown.

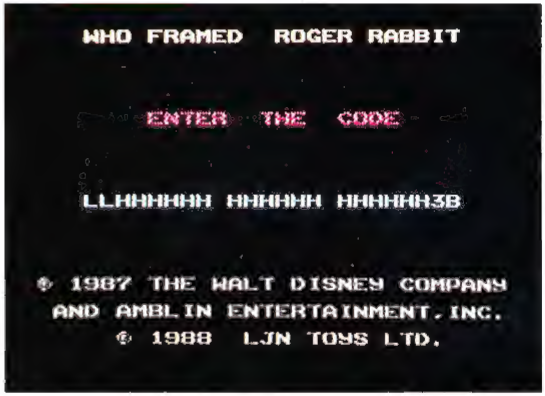
Jessica Rabbit sings at the Ink 'N Paint Club. You need a password to get in. Be sure you have one before you go to the door. The show is good, but don't forget to look for clues.

Jessica will help you. Just ask her. Jessica's phone number is on a table near the stage. When the game first came out, you could call her. But the number doesn't work anymore.

Hot Tip: Give Jessica a rose.



Here is what Jessica used to say when you called her: "You can't walk anywhere without running into stray animals. You should carry a piece of meat, a fish bone, or cheese with you. The weasel guarding Judge Doom's warehouse is called Stupid. I've heard that the only thing that will get him to leave is a quick game of softball."


WHO FRAMED ROGER RABBIT
ENTER THE CODE
LLHHHHHH HHHHHH HHHHHH3B
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© 1988 LJN TOYS LTD.

When you lose all your lives, the game ends. But you get a password so that you can continue. You also get to keep all your special items.

Hot Tip: Here is the password to start the last half of the game with the will and all the special items: LLHHHHHH HHHHHH HHHHHH3B. Have fun in Toontown.

Hey Kids!

Power up with this special book for special game players. Here are the tips you need to play the hottest games just like the big guys. Nintendo Fun has the coolest moves for

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MEGA MAN II
SUPER MARIO BROS. 3
BATMAN™
BASES LOADED II: SECOND SEASON
BUMP 'N' JUMP
DISNEY'S DUCKTALES
THE THREE STOOGES
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BUBBLE BOBBLE

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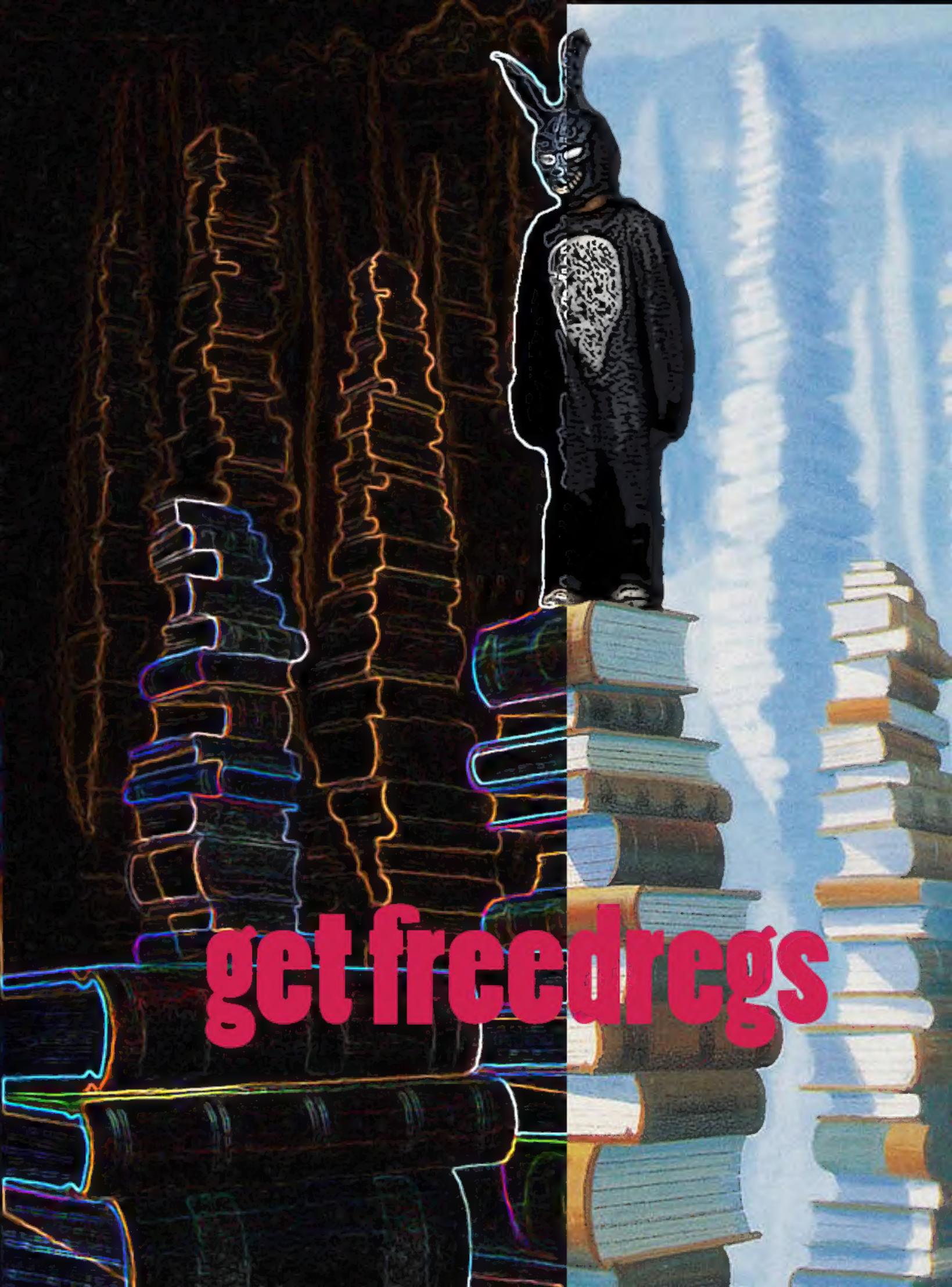
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